

REMARKS/ARGUMENTS

The office action of September 29, 2006 has been carefully reviewed and these remarks are responsive thereto. Reconsideration and allowance of the instant application are respectfully requested. Claims 1-4 remain pending in this application. Claims 1 and 3 have been withdrawn.

Election of Species

In response to the Election of Species requirement, Applicant elects, without traverse, the invention of Species B, claim 2 for further prosecution and acknowledge that claims 1 and 3 are currently withdrawn, but may be rejoined in the event that claim 4 is allowed.

Specification

The title of the invention has been objected to as not being descriptive. Applicants have amended the title to read “IMAGE CONVERSION AND ENCODING TECHNIQUES FOR DISPLAYING STEREOSCOPIC 3D IMAGES” to be more descriptive.

35 U.S.C. § 102(e) Rejection

Claims 2 and 4 stand rejected under 35 U.S.C. § 102(e) as being anticipated by U.S. patent no. 6,104,837 to Walker. Applicant respectfully traverses this rejection.

As amended, independent claim 4 calls for a method including, among other features, receiving 2D images and depth map data relating to the 2D images, embedding the depth map data in a portion of a video signal including the 2D image data which does not obscure or overwrite the 2D image data, and transmitting the video signal, the transmitted video signal enabling conversion of the 2D images and viewing of the converted 2D images in a stereoscopic viewing system.

Walker discloses a compression method and apparatus for use in image data processing where two-dimensional pixel images have respective relative depths specified on a per pixel basis. Prior to transmission or storage of the image data, the relative depths must be compressed. Walker discloses that in order to enable clipping by a set top box of sprites at image positions where they ought to be obscured, the relative depths accompanying each image frame specifies

the respective depths of features of that frame such that, by comparison of the respective image and sprite relative depths at the point of interest, it can be determined whether the vehicle should simply be drawn on top of the video image or clipped.

Notably, Walker describes a method of embedding relative depths as part of a method for compressing the image data, and not for viewing in a stereoscopic viewing system. That is, Walker does not even consider the possibility of a stereoscopic image or allude to stereoscopic rendering for a 3-dimensional image. Rather, Walker merely uses depth information to determine what objects should be presented in the foreground and which objects form the background of an image.

As such, Walker neither teaches nor suggests the claim 4 features of embedding the depth map data in a portion of a video signal including the 2D image data which does not obscure or overwrite the 2D image data, and transmitting the video signal, *the transmitted video signal enabling conversion of the 2D images and viewing of the converted 2D images in a stereoscopic viewing system.*

CONCLUSION

If any fees are required or if an overpayment is made, the Commissioner is authorized to debit or credit our Deposit Account No. 19-0733, accordingly.

All rejections having been addressed, applicants respectfully submit that the instant application is in condition for allowance, and respectfully solicit prompt notification of the same.

Respectfully submitted,
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Dated: February 22, 2007

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